

Guía de Visualino

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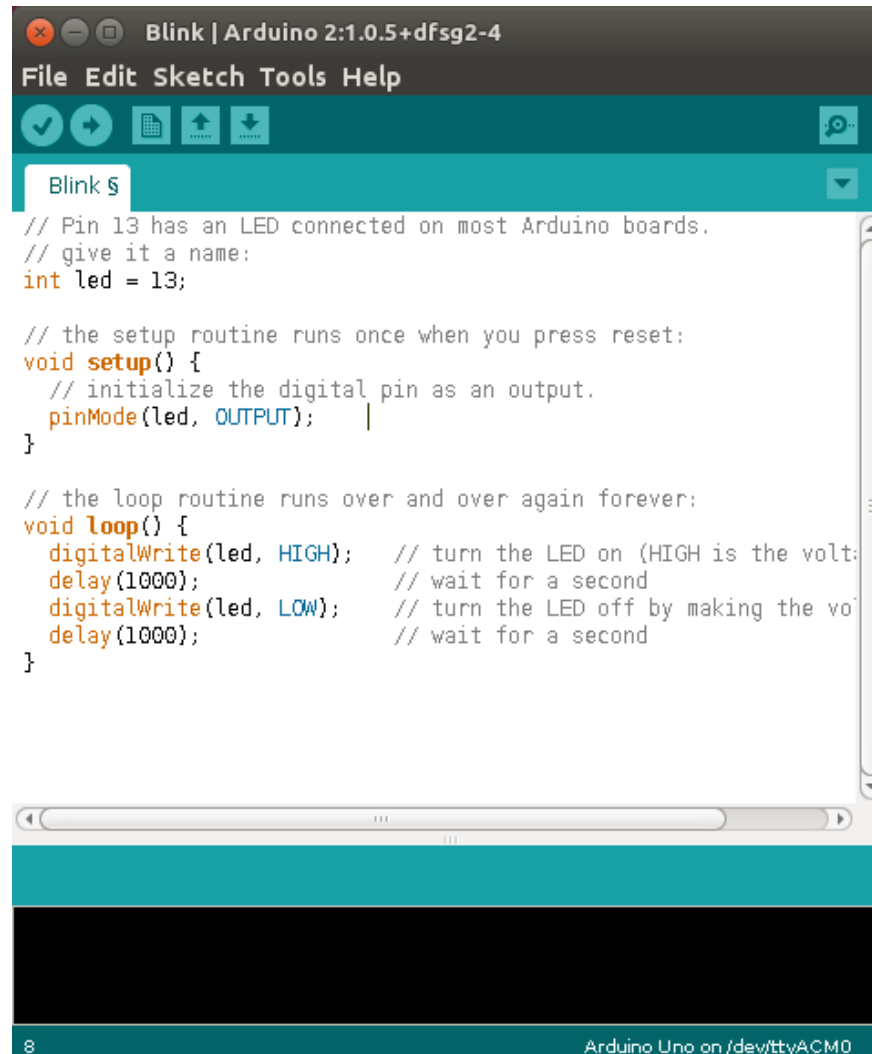


Índice

1. Entorno.
2. Programación visual.
3. Prácticas.
4. Recursos.

Entorno

IDE de Arduino



The screenshot shows the Arduino IDE interface. The title bar reads "Blink | Arduino 2:1.0.5+dfsg2-4". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". Below the menu bar is a toolbar with icons for opening files, saving, uploading, and downloading. A tab labeled "Blink 5" is active. The main text area contains the following C++ code:

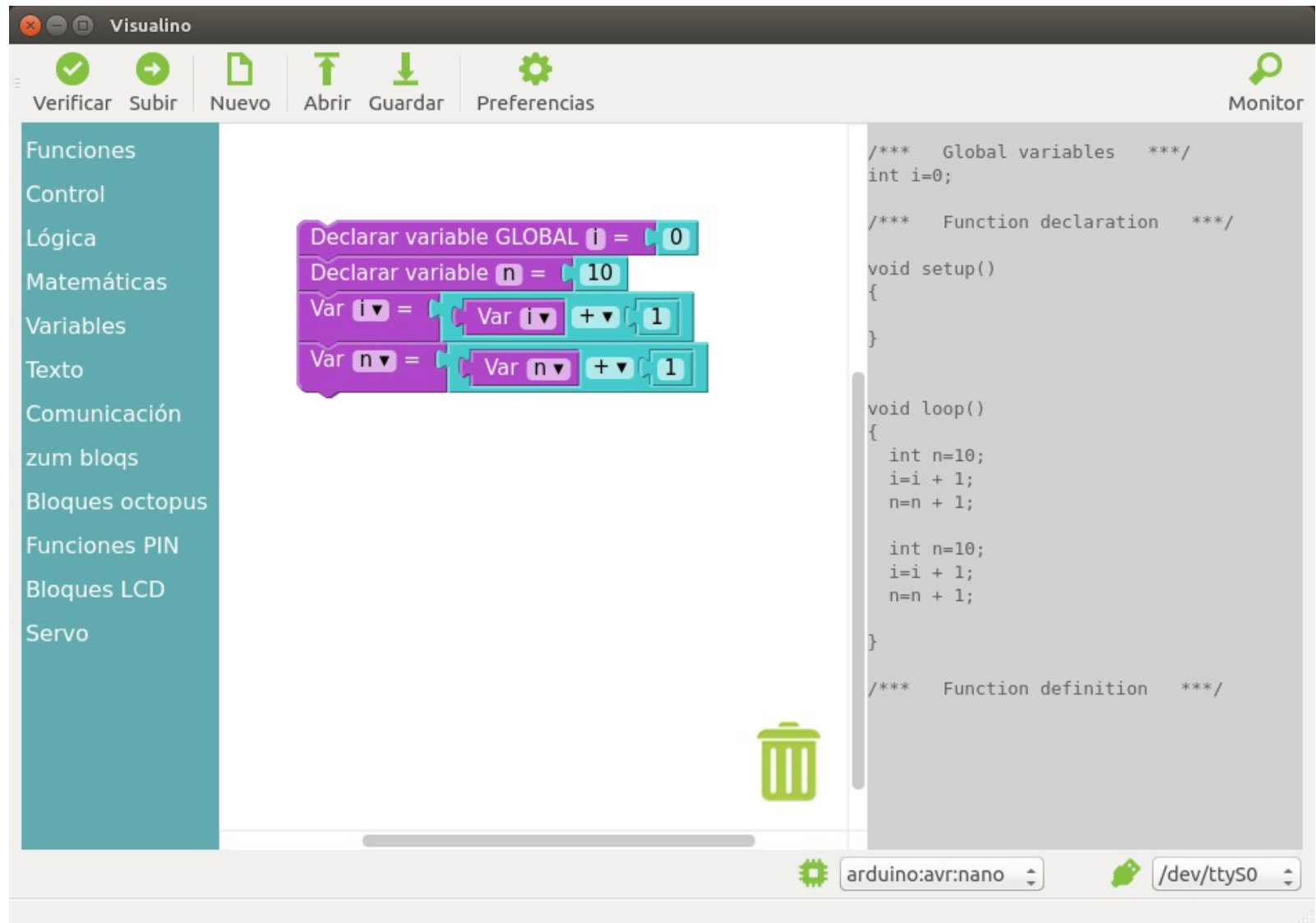
```
// Pin 13 has an LED connected on most Arduino boards.
// give it a name:
int led = 13;

// the setup routine runs once when you press reset:
void setup() {
  // initialize the digital pin as an output.
  pinMode(led, OUTPUT);
}

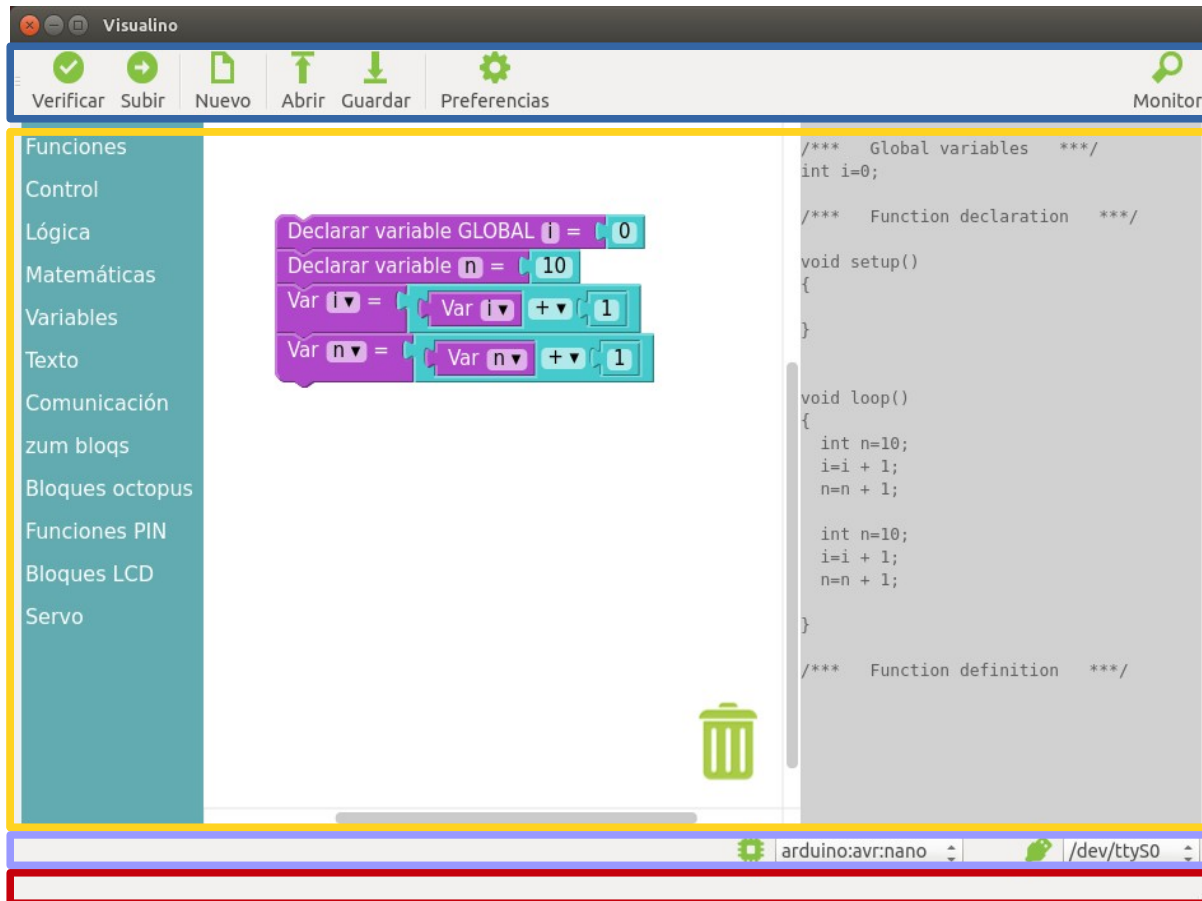
// the loop routine runs over and over again forever:
void loop() {
  digitalWrite(led, HIGH); // turn the LED on (HIGH is the voltage level)
  delay(1000);             // wait for a second
  digitalWrite(led, LOW);  // turn the LED off by making the voltage LOW
  delay(1000);             // wait for a second
}
```

At the bottom of the window, there is a status bar showing the line number "8" and the text "Arduino Uno on /dev/ttyACM0".

IDE de Visualino



IDE de Visualino



Barra de iconos

Editor

Barra de comunicaciones

Barra de estado

Editor

The screenshot displays the Visualino IDE interface. On the left is a sidebar menu with categories like 'Funciones', 'Control', 'Lógica', 'Matemáticas', 'Variables', 'Texto', 'Comunicación', 'zum bloqs', 'Bloques octopus', 'Funciones PIN', 'Bloques LCD', and 'Servo'. The main workspace is divided into two sections: a block editor on the left and a code editor on the right. The block editor contains four blocks: 'Declarar variable GLOBAL i = 0', 'Declarar variable n = 10', 'Var i = Var i + 1', and 'Var n = Var n + 1'. The code editor shows the corresponding C++ code. At the bottom, there are dropdown menus for the board type ('arduino:avr:nano') and the serial port ('/dev/ttyS0').

Visualino

Verificar Subir Nuevo Abrir Guardar Preferencias Monitor

Funciones
Control
Lógica
Matemáticas
Variables
Texto
Comunicación
zum bloqs
Bloques octopus
Funciones PIN
Bloques LCD
Servo

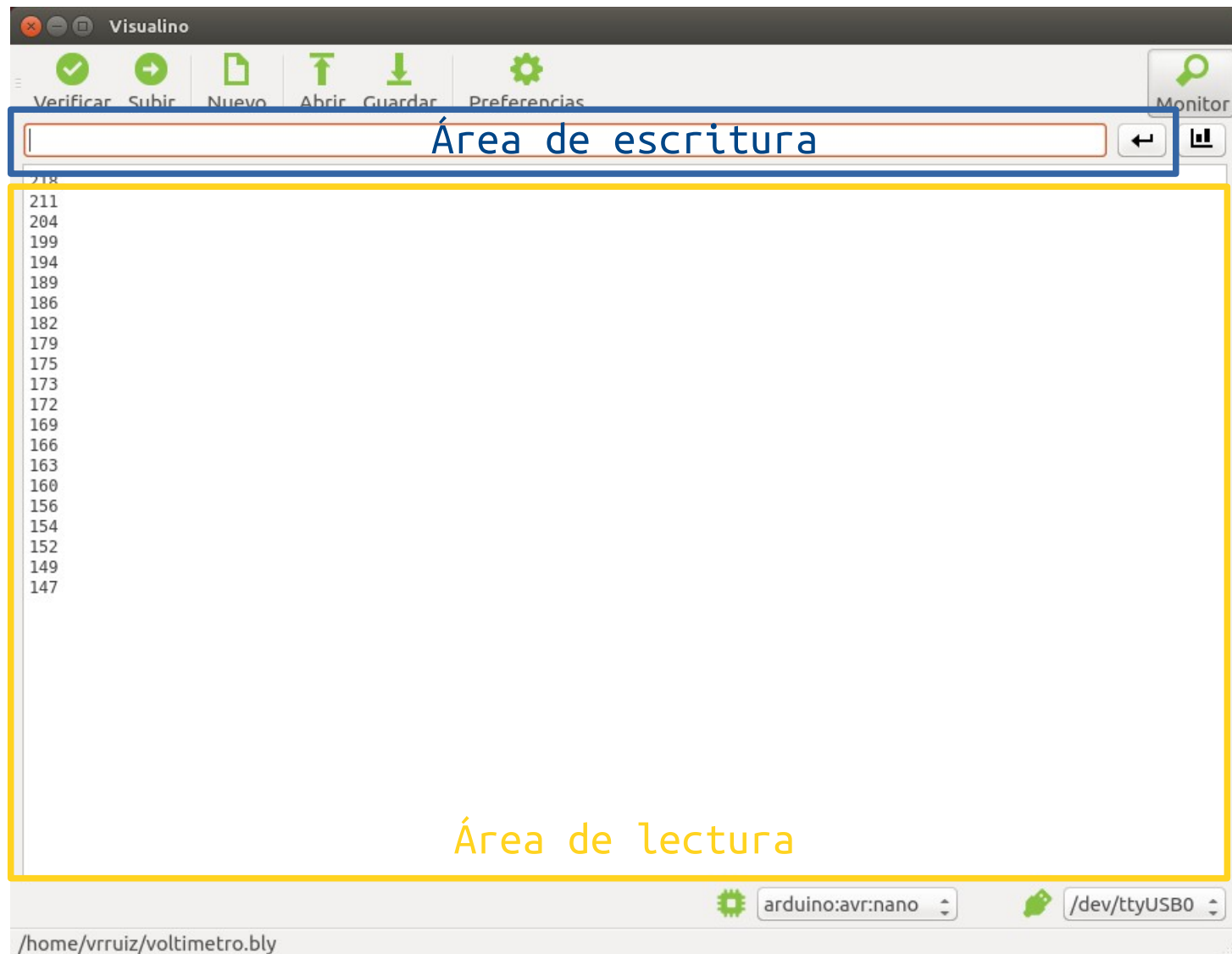
Menú de bloques

Área de trabajo

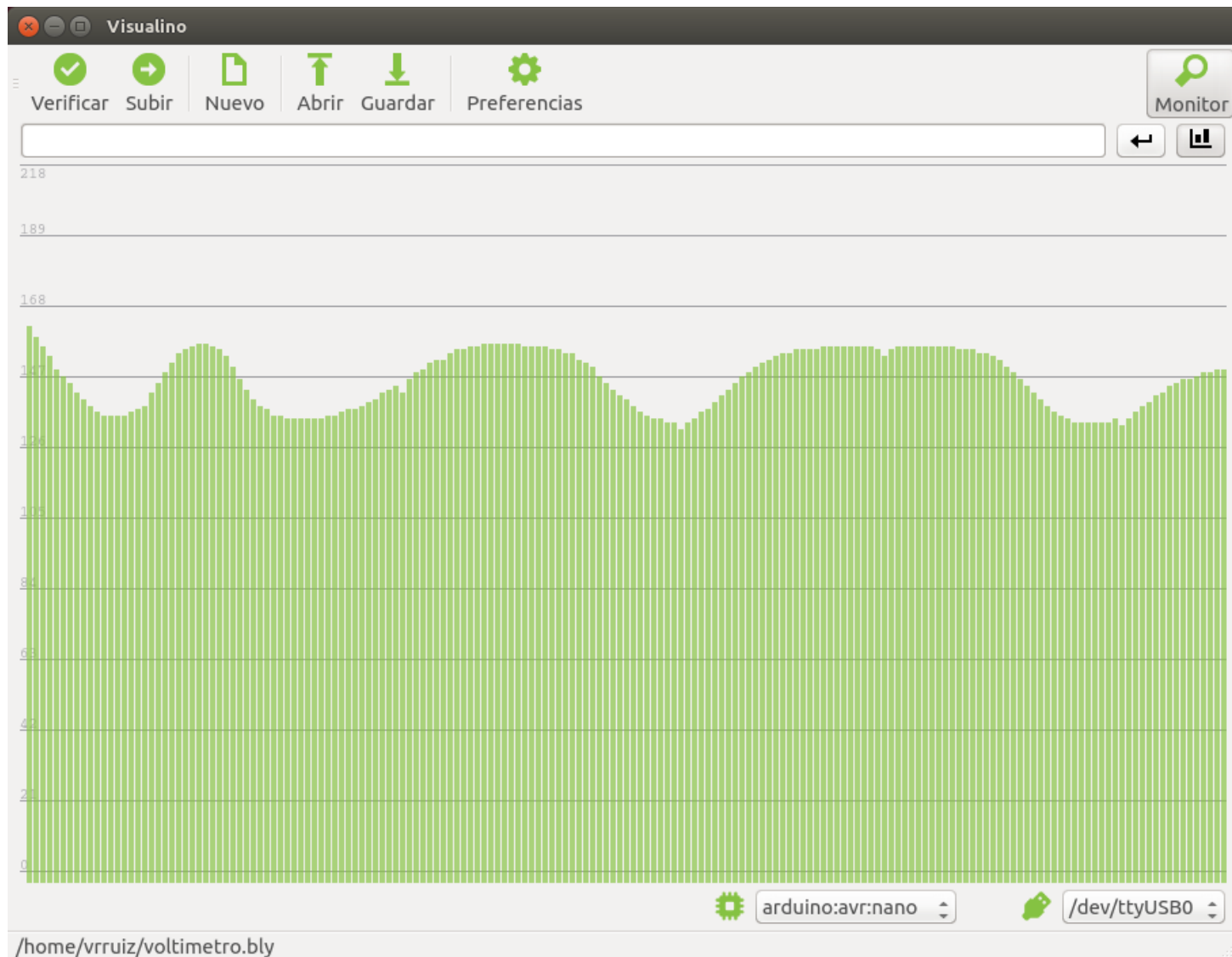
```
/** Global variables */  
int i=0;  
  
/** Function declaration */  
  
void setup()  
{  
  
}  
  
void loop()  
{  
  int n=10;  
  i=i + 1;  
  n=n + 1;  
  
  int n=10;  
  i=i + 1;  
  n=n + 1;  
  
}  
  
/** Function definition */
```

arduino:avr:nano /dev/ttyS0

Monitor serie



Monitor: Gráficos



Programación visual

Operativa

1. Crear programa.
2. Verificar programa.
3. Subir programa.
4. Monitor serie (opcional).

Bloques principales

- Control.
- Lógica.
- Matemáticas.
- Texto.
- Comunicación.
- Funciones PIN.

Funciones

Control

Lógica

Matemáticas

Variables

Texto

Comunicación

zum bloqs

Bloques octopus

Funciones PIN

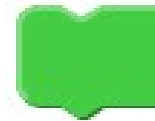
Bloques LCD

Servo

Tipos de bloques

- Instrucción.
- Asignación.
- Valor.
- Funciones.

Bloques: Instrucciones



Escribir en PIN digital  el valor analógico 

Imprimir por puerto serie con salto de línea 

Esperar [ms] 

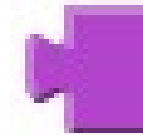
a  añadirle texto 

Bloques: Asignaciones

Declarar variable GLOBAL  = 

Declarar variable  = 

Bloques: Valores



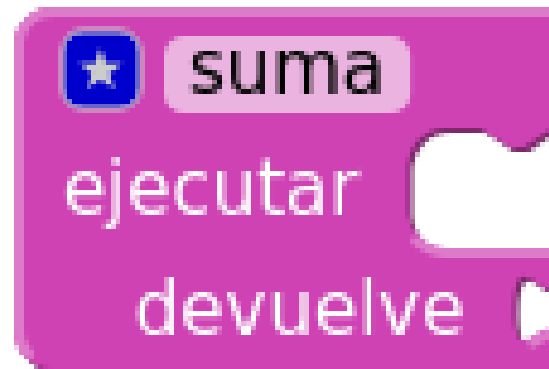
Var **i** ▼

5 + ▼ Var **i** ▼

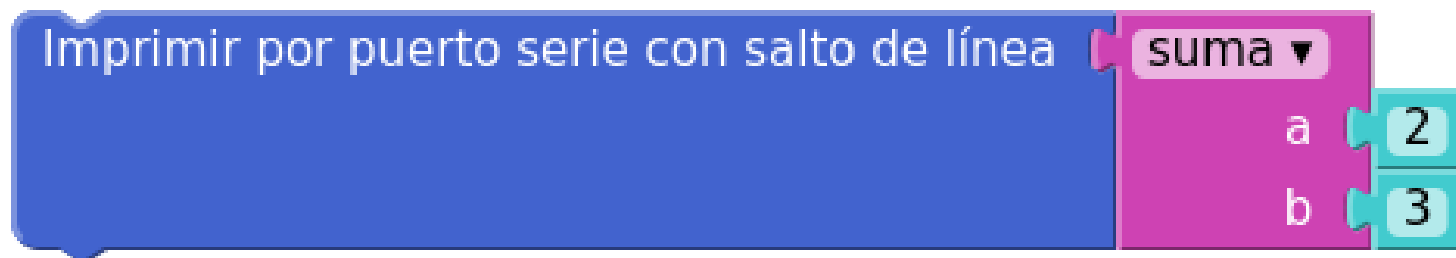
★ crear texto con

Var **mensaje** ▼ = ▼ "aceptar"

Bloques: Funciones

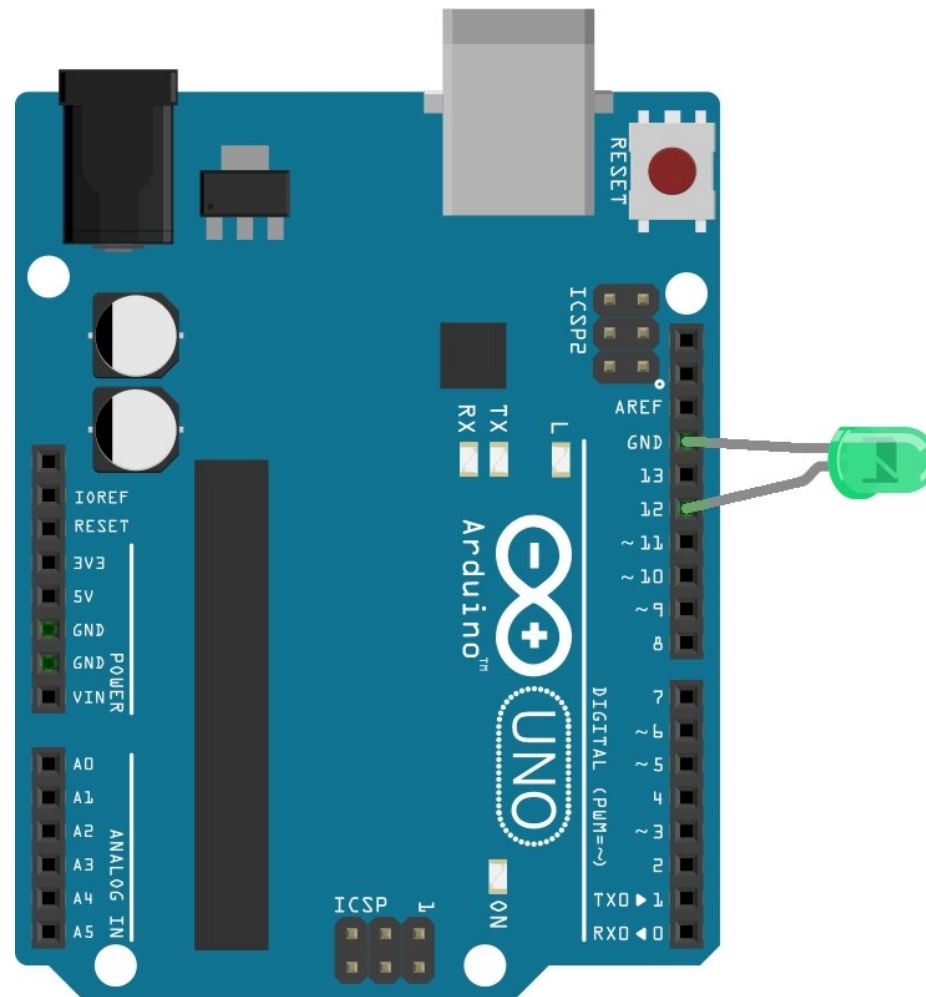


Encajar las piezas del puzle



Prácticas

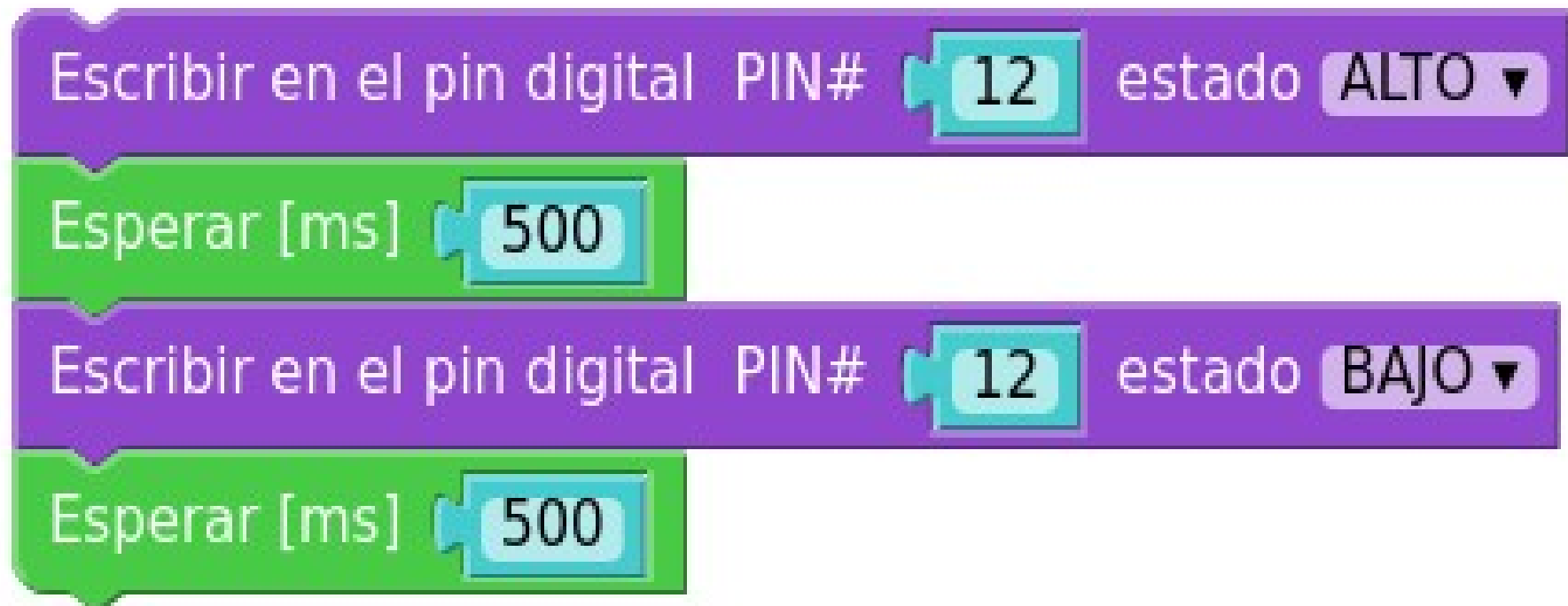
Parpadeo LED en pin digital



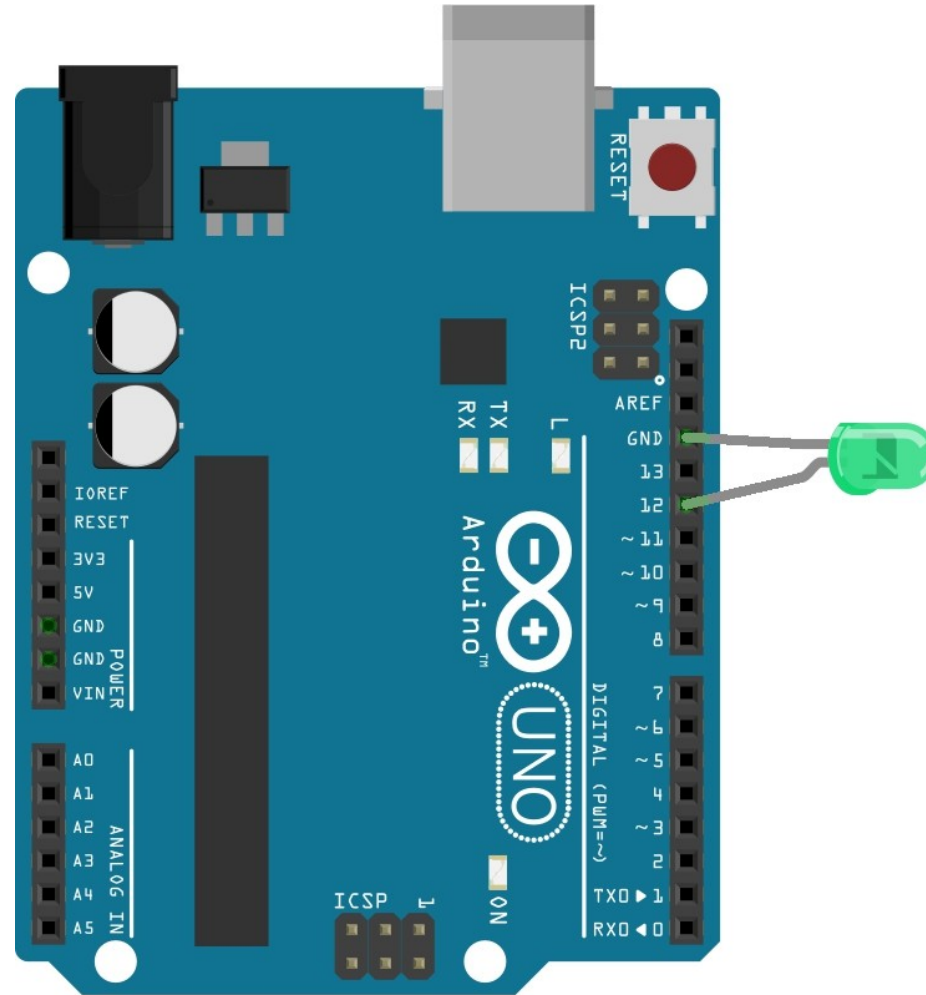
fritzing

Visualino
powered by Roboblocks

Parpadeo LED en pin digital



Parpadear un LED 3 veces



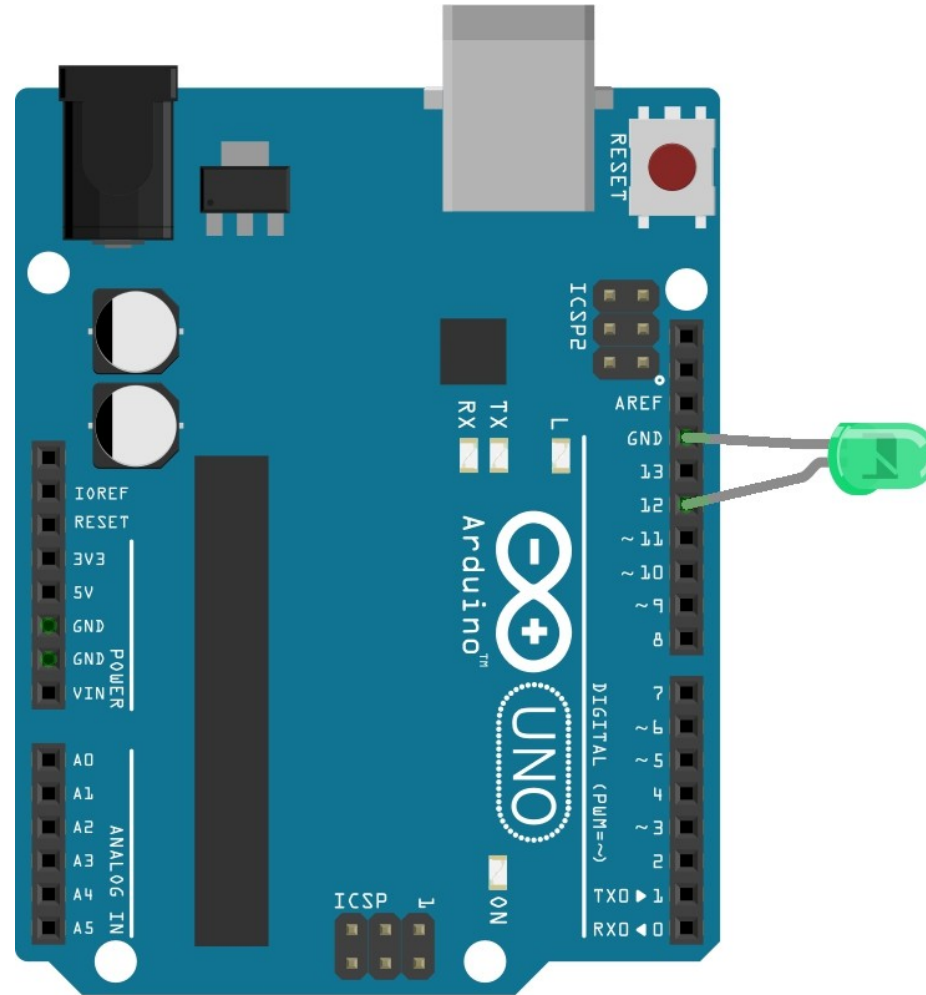
fritzing

Visual  **ino**
powered by Roboblocks

Parpadear un LED 3 veces

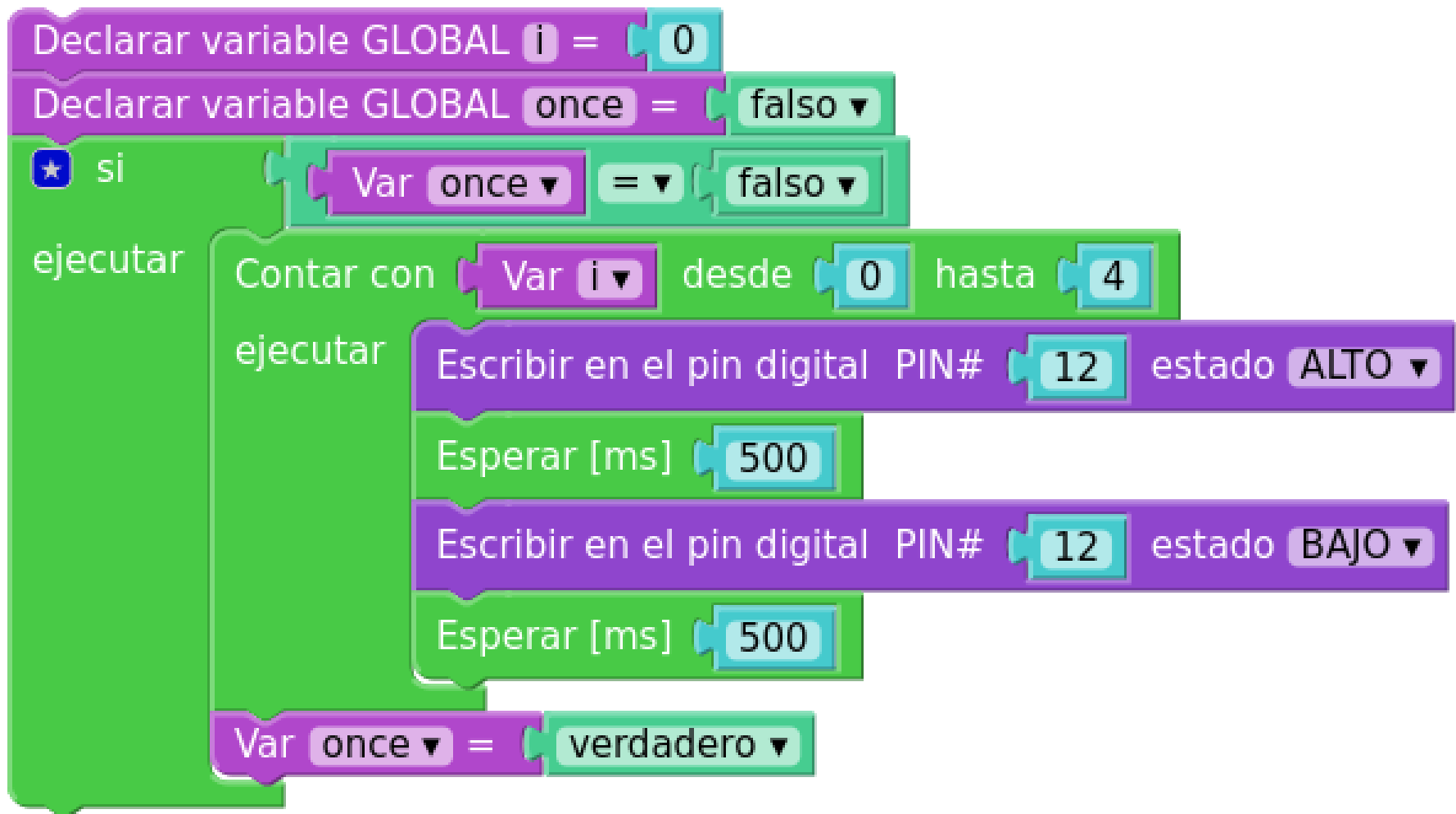


Parpadear un LED 3 veces repetitiva

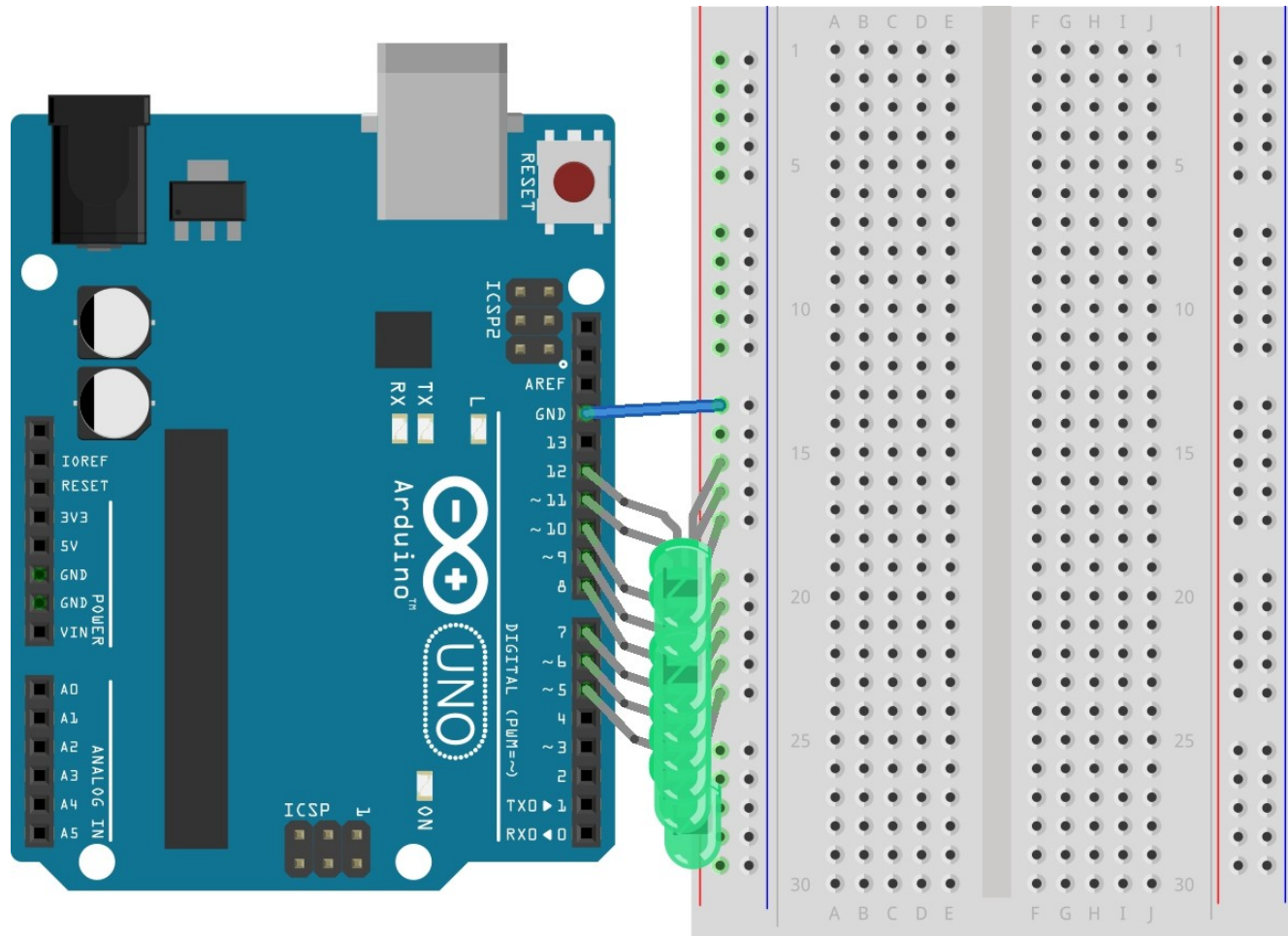


fritzing

Parpadear un LED 3 veces repetitiva

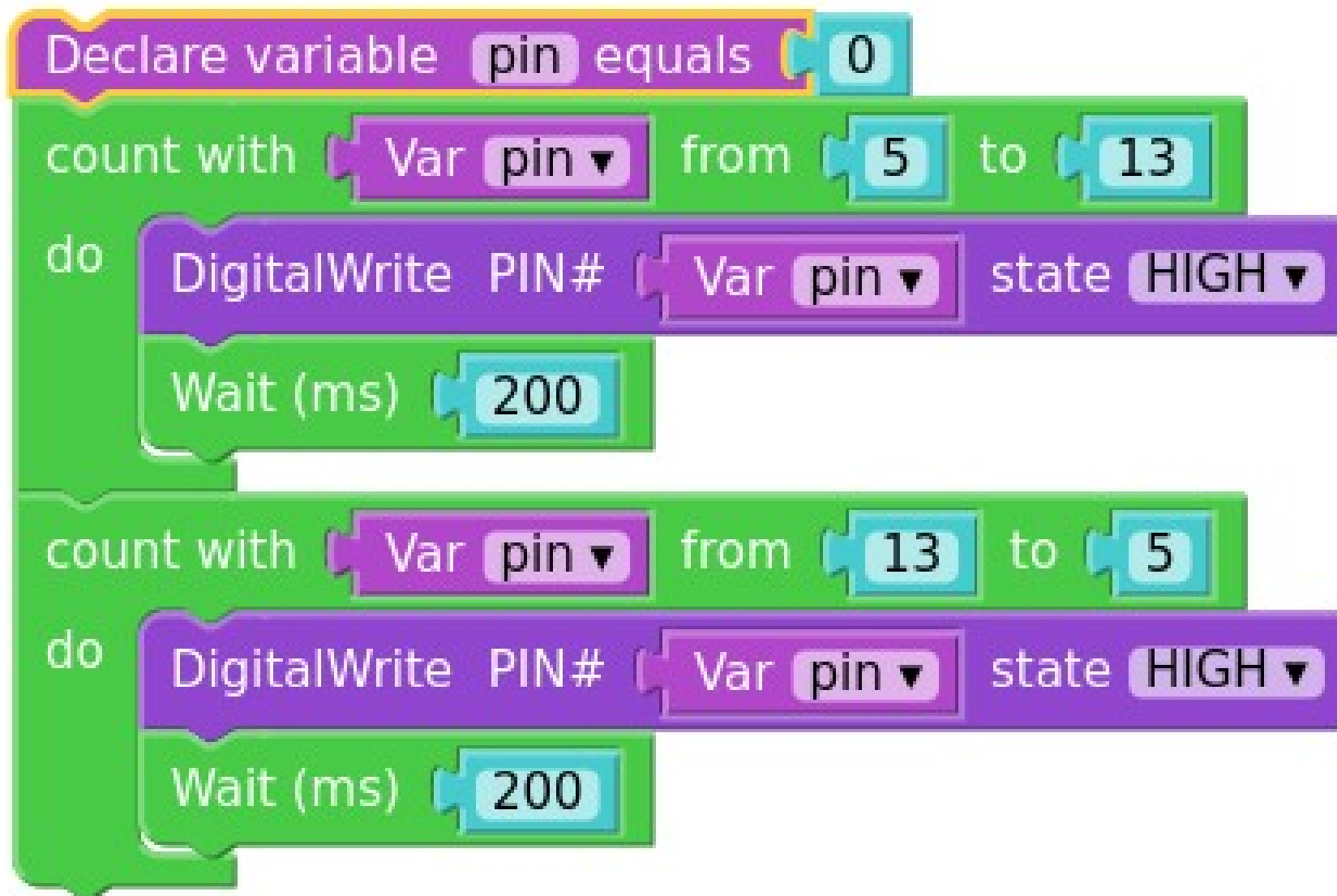


Coche fantástico (opcional)

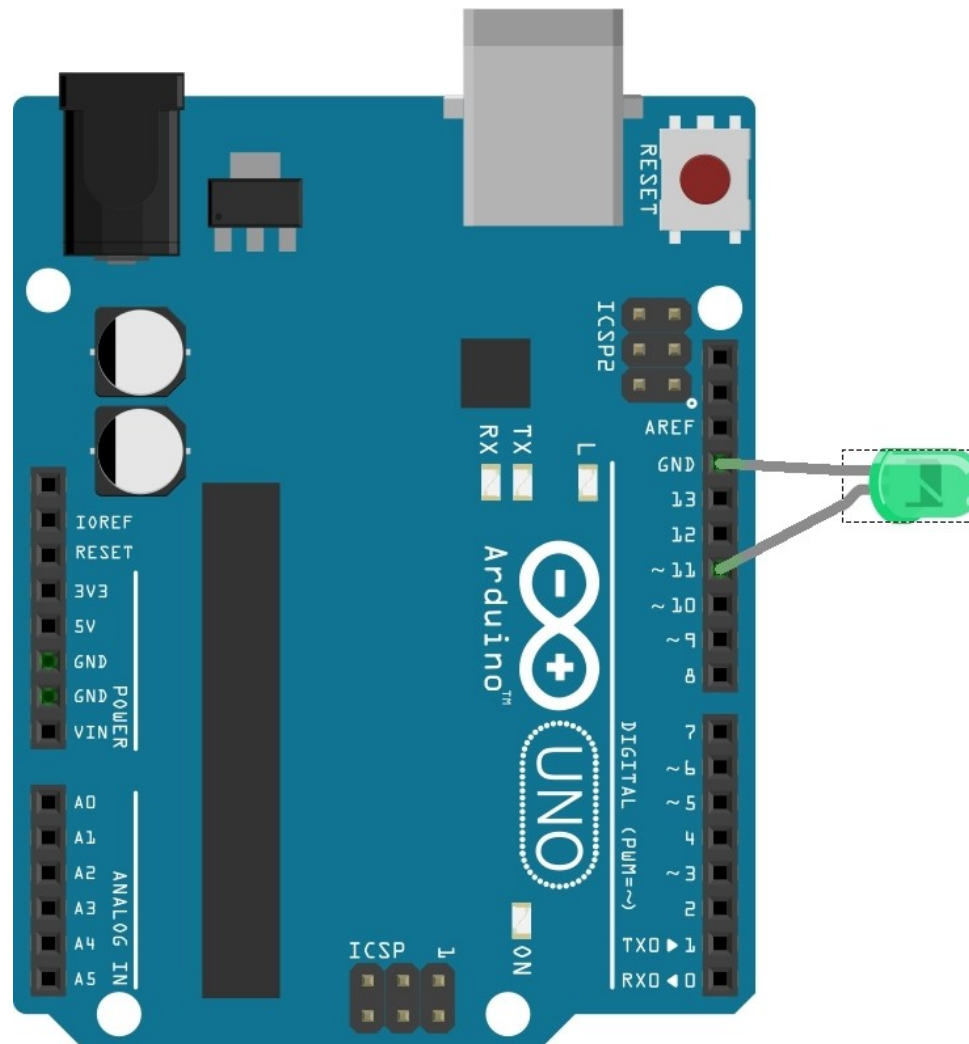


fritzing

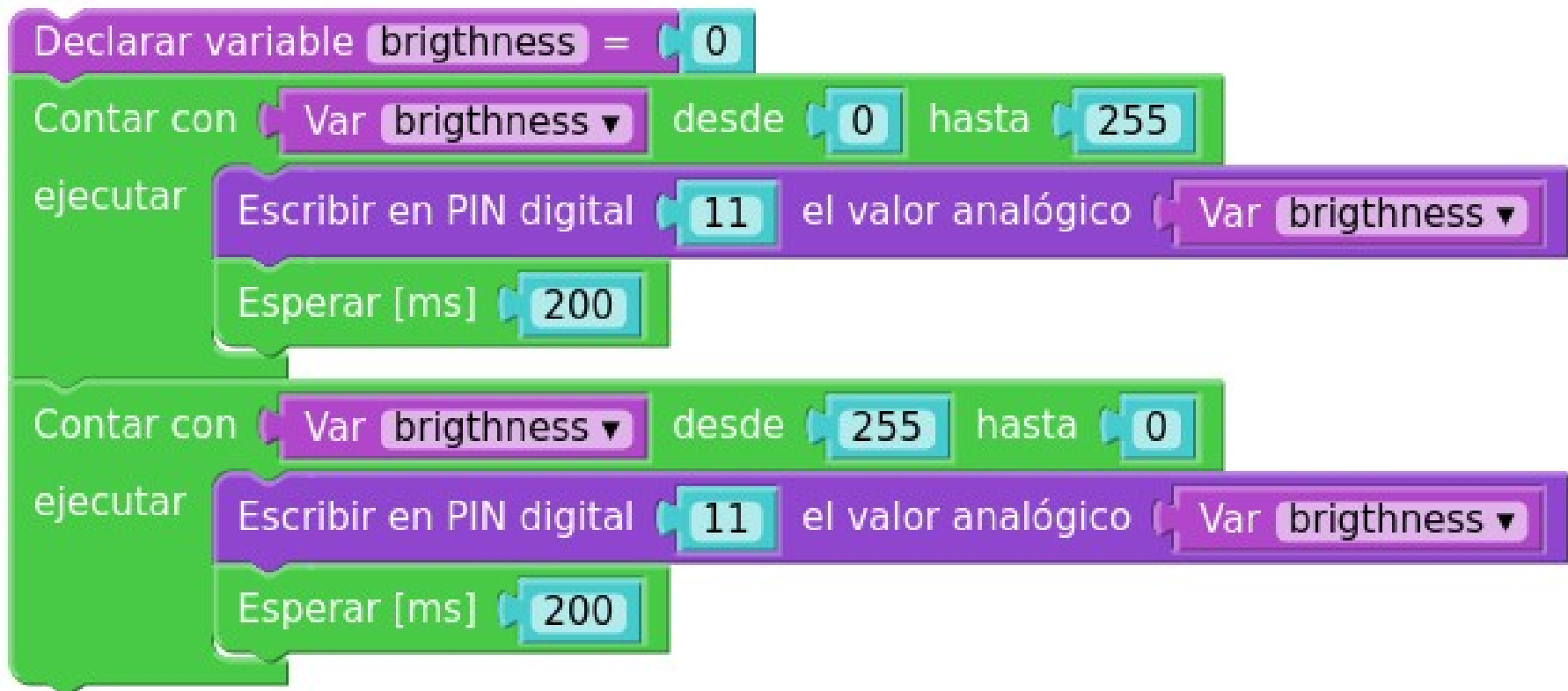
Coche fantástico (opcional)



Fluctuación continua de brillo



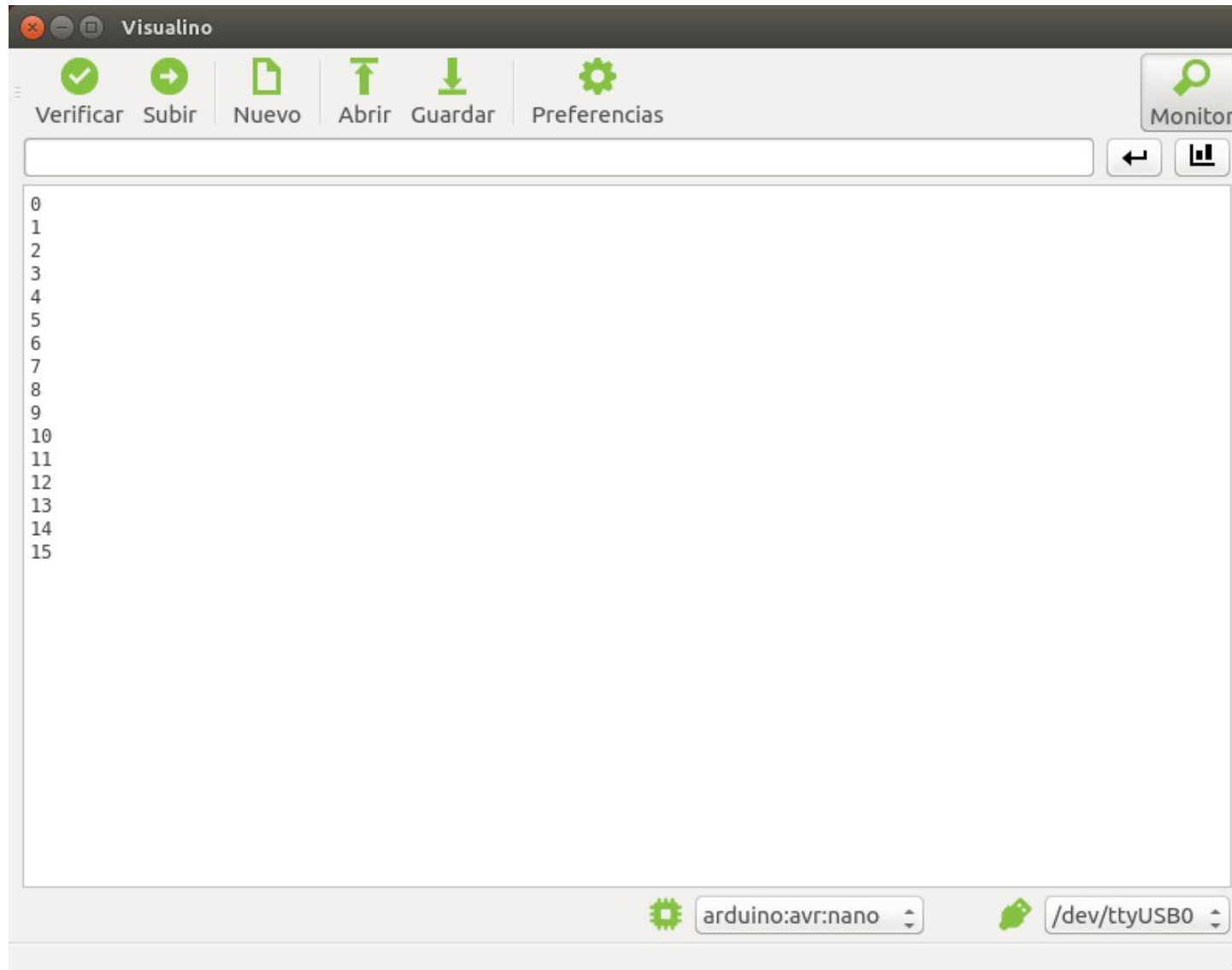
Fluctuación continua de brillo



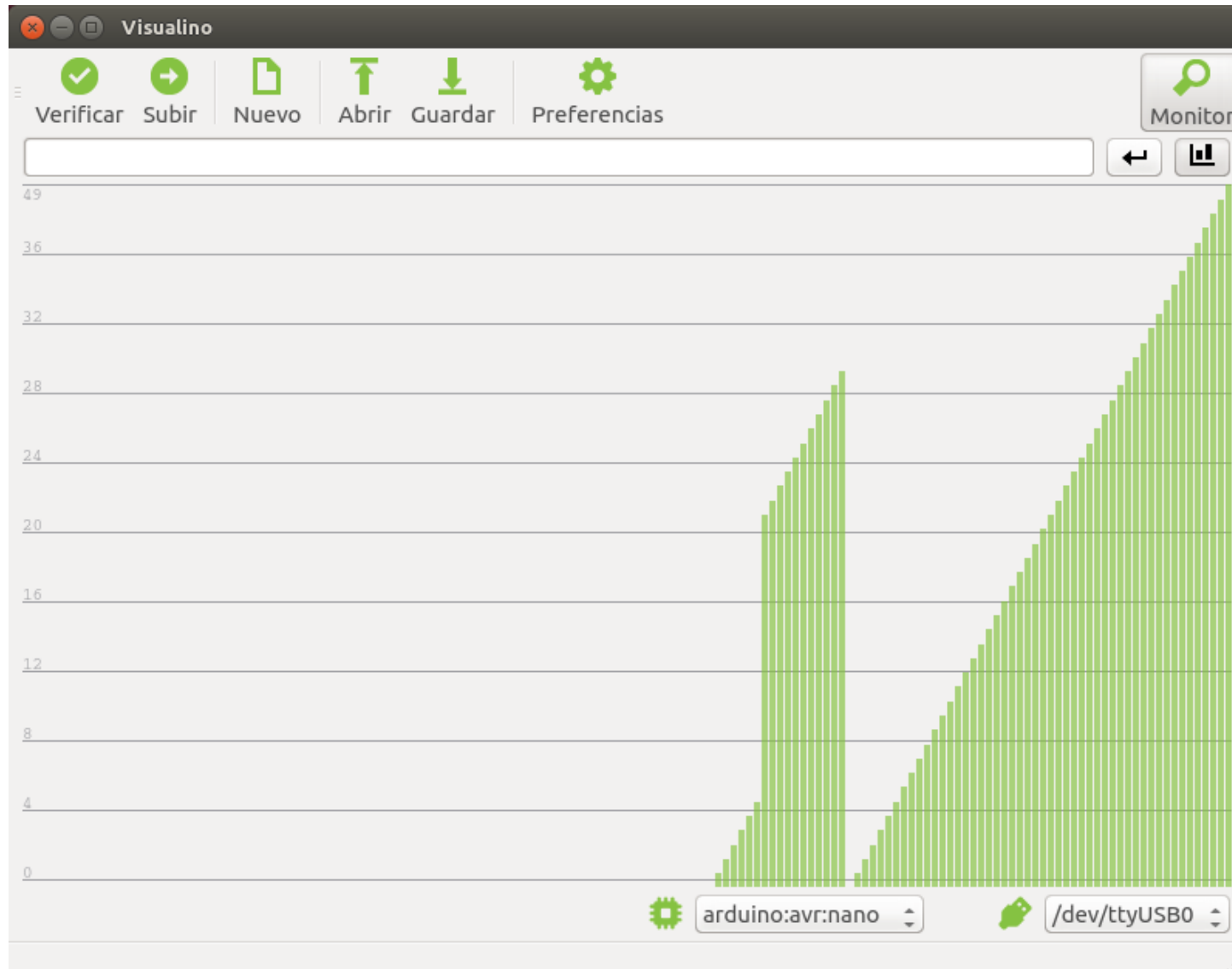
Contador



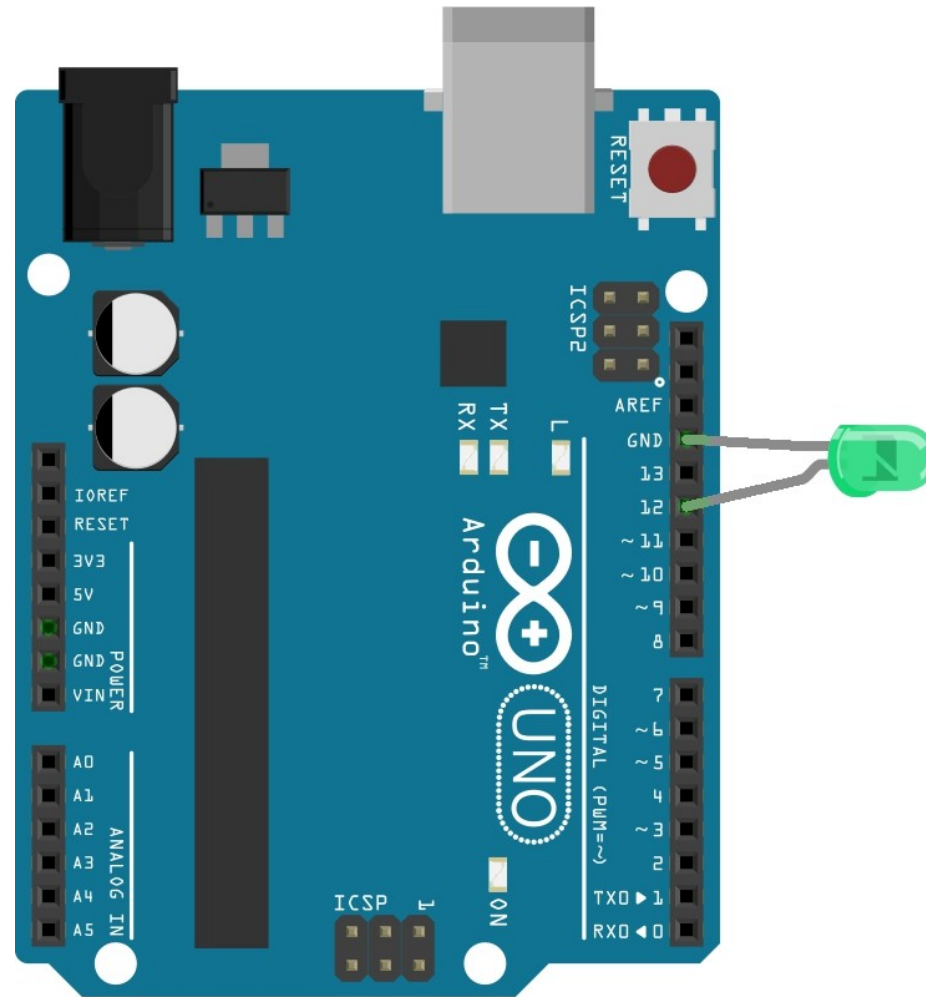
Contador: Monitor



Contador: Gráficas



Interruptor



fritzing

Interruptor



Recursos

Recursos

- Documentación de Visualino.
- Tutoriales de Bitbloq (bq).
- Documentación de Arduino.
- Documentación de Arduino Gran Canaria.

www.visualino.net

Descargar: visualino.net/downloads/

Documentación: visualino.net/docs/

